Cmake-based build system

Cmake-based build system
by **ppr:kut** » Tue Mar 18, 2008 2:12 pm

I've done some initial work on a cmake-based build system. So far it does build + install vba-m on a linux system with asm-hq-filters and a fallback to the c-implementations if nasm is not available. Next on my todo list is adding the qt-gui to the build.

Cmake is a really cool build environment with an easy to use syntax. As it's multi-platform, the developers wouldn't have to deal with separate build files for Linux, Windows, MacOS, but just the affected CMakeLists.txt.

ppr:kut
Junior Member

Posts: 3
Joined: Tue Mar 18, 2008 1:51 pm

Cmake-based build system
by **dualscreenman** » Tue Mar 18, 2008 3:44 pm

KDE also uses Cmake, and I must say that it is a nice build system, even if I've only used it to build parts of KDE.

dualscreenman
Member

Posts: 50
Joined: Tue Mar 18, 2008 9:27 am

Cmake-based build system
by **Nach** » Tue Mar 18, 2008 11:39 pm

Once we get the Qt port up to speed, I think we're going to drop the other ports.

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But in the mean time, if you can make a better build process than the crummy quick hack job of a Makefile I made, go right ahead.

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Main goals I have in a good Makefile (or similar) for such a thing:

Direct Windows support

Cross compile to Windows support

UNIX x86-32

UNIX non x86-32

Nach
Junior Member

Posts: 31
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Cmake-based build system
by **ppr:kut** » Wed Mar 19, 2008 1:45 pm

Finally I have somehting I dare publishing [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/ tongue@2x.png 2x" width="20" height="20" />. It currently builds vbam with asm-hq-filters. You can specify if you also want the qt-gui and you can also use the c-hq-filters if you want.

This *works* on my system but as I'm quite new to cmake chances are that it does not on others. Everybody who is interested please test. I welcome any feedback.

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As the forum-upload doesn't seem to work, you can download it here:

http://hw.3kisses.net/files/src/vbam_cmake.diff

ppr:kut
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Posts: 3
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Cmake-based build system
by **mudlord** » Thu Mar 20, 2008 6:27 am

I'll test this out when I can on a sandbox checkout.

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It looks cool [img] <fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/ tongue@2x.png 2x" width="20" height="20" />

mudlord
Senior Member

Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

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